

NES-SZ-USA



**CAPTAIN
COMMANDO**

CHALLENGE SERIES

SECTOR Z

By CAPCOM®

CAPCOM®

GAME PAK INSTRUCTIONS

Licensed For Play On

Nintendo®

ENTERTAINMENT
SYSTEM™

A Special Message From Captain Commando!

Thank you for selecting exciting and fun-filled **SECTION Z™** . . . one of our exclusive family of computer/home video games from CAPCOM's **Captain Commando™ "Challenge Series."**

SECTION Z™, created by CAPCOM® . . . premier world-wide arcade game designer . . . features colorful state-of-the-art high resolution graphics.

Licensed By Nintendo® For Play On The



Captain Commando

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Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America Inc.

SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step-by-step instructions and complying with the warnings will be your personal guarantee to greater satisfaction over a long period of time.

SAFETY PRECAUTIONS

1. **Avoid subjecting this high precision GAME PAK to extreme temperature variances. Store at room temperature.**
2. **Do avoid touching terminal connectors. Keep clean by inserting GAME PAK in protective storage case.**
3. **Never attempt to disassemble your GAME PAK.**
4. **Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the GAME PAK.**
5. **For best results, play the game a distance away from your television set.**
6. **Pause for 10-20 minutes after 2 hours or more of continuous game playing. This will extend the performance of your GAME PAK.**

NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

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Controller *1 — Maneuvering Controller No. 1 moves you in this one (1) player game.

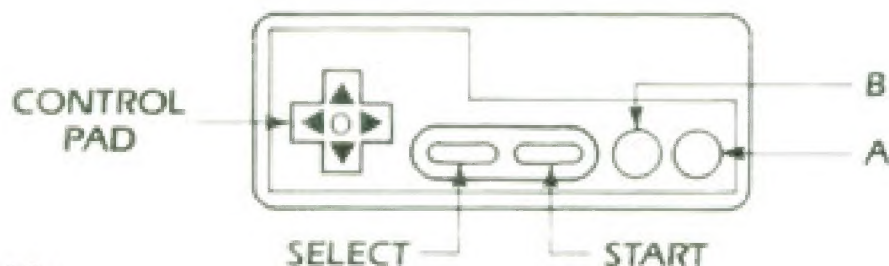
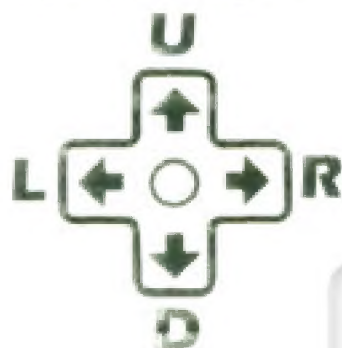
Control Pad

Each tip is imprinted with letter to show direction or movement:

Four Separate Action Tips

Pressing any of four tips moves you in that direction.

- ◀ moves left.
- ▶ moves right.
- ▲ moves up.
- ▼ moves down.



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HOW TO PLAY

Press **START** Button:

- To begin game play.
- To pause or stop action while playing game.

Press **SELECT** Button:

- To continue game (where you left off).
- To retry from very beginning of game.

Note: Follow instructions on screen. After selecting "continue" or "retry", push **START** Button to proceed.

Push **Button A** — to shoot to the right.

Push **Button B** — to shoot to the left.

Push **Button A & B** (simultaneously) — you increase your firepower by adding a missile to your arsenal. Once you have gained possession of the missile, push **Button A** to fire to the right, and push **Button B** to fire to the left.

The addition of the missile equals four (4) shots.

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GAME DESCRIPTION

It is now the 21st Century. High frequency radio and television communications between **Planet Earth** and the space-exploring Saturn Space Station blast warnings of approaching invaders, then abruptly cease.

You shed your earthly identity to become the one remaining astronaut in space. **You** unite with freedom-fighter **Captain Commando** to enter the outer regions of space. Concealed in a special solar-energized, jet-propelled supersonic spacesuit, and armed with multi-directional weaponry, you depart **Earth's** surface on a death-defying mission.

You and **Captain Commando** must maneuver safely through four (4) levels of adventurous battle scenes, penetrating the defenses established by the **Space Soldiers of Balangool**. You are challenged as you fight through Sections A to **SECTION Z** — where “**L-Brain**,” **Balangool's Master Control**, programs domination of the universe.

Your goal: penetrate **SECTION Z™**, destroy **L-Brain Master Control**, defeat the evil **Space Soldiers of Balangool**, and save **Planet Earth**.

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HOW TO PLAY

L-Brain, Master Control of Balangool, secured in **SECTION Z** of **Fortress Balangool**, headquarters of this brutal enemy force, transmits communiques throughout the universe. **Balangool Space Soldiers** receive instructions from **L-Brain** while engaged in interplanetary invasions. Their goal is to conquer the universe.

Balangool Captains are stationed at each stage, guarding giant super-powered transmitters. Strong, red barriers surround two transmitters found at Stage One. To clear these red barriers you must destroy the Enemy Generator supplying power to the barriers. Should you successfully eliminate the generator, proceed to eradicate the Balangool Captain. For only then can you proceed to another Stage.

As you progress, increase your supply of weapons and energy. Without them, you cannot reach **SECTION Z** to bring **L-Brain Master Control** to extinction, heroically saving **Planet Earth**.

HOW TO POWER-UP



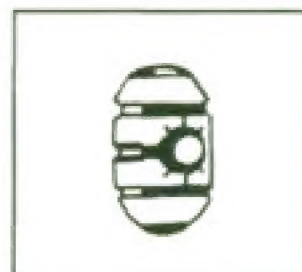
Metal Eater

Composed of many varying parts. Destroy Metal Eater and when you kill it, you can choose one of the next three.



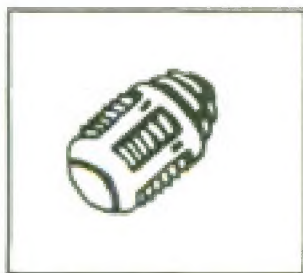
Megasmasher

Penetrates enemies.



Barrier Shield

Allows you to receive 32 enemy shots without damage.



Flash Buster

3-way laser beam.



Speed-up Tube

Gives you additional speed.



Energy Tube

Supplies extra energy.

HINTS ON GAME PLAY

Special Transmission Shell:



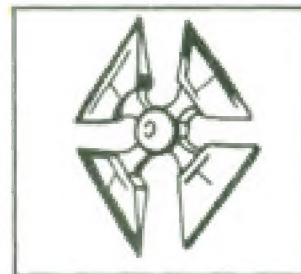
Megamissile

Produces extensive damage
to your enemies.



Flash Bomb

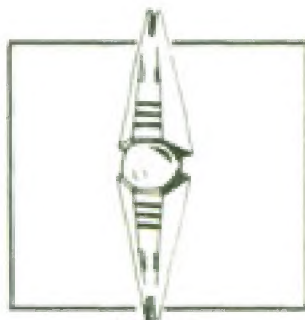
Damages all enemies
on the screen.



Crush Ball

Maneuvers around the player
for 6 seconds, then proceeds
to crush the enemies.

ENEMY CHARACTERS/GAME COMPONENTS



Ripper

Appears in some of the important sections. When Ripper is hit, it explodes and bounces, releasing an energy tube.



Crowd Eye

8 of them appear at the same time. They stay in the air and check invaders. They release energy tubes when you destroy them.



Groma

They appear in a formation and dive.

Kroga

It flies rapidly and attacks you.

Spratter

It appears slowly and spreads bullets.

Gush

It sticks on the wall or ceiling and releases deadly spikes.

ENEMY CHARACTERS/GAME COMPONENTS



Mansa

Armored head



Leeva

is (very) dangerous



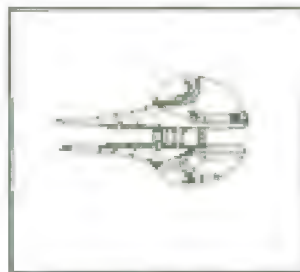
Kikka

is always rapidly and (often) with great force



Leago

is like a water and attack problem



Spiral Gun

Attacks at various distances, is (often) the most dangerous and (often) the most powerful



Vito

is (often) the most dangerous and (often) the most powerful

ENEMY CHARACTERS/GAME COMPONENTS



Missile drone

Difficult to destroy (mounted inside). You must first wipe out the drone before it's missile hits the launcher.



Crab

It crawls over the walls and shoots energy bullets. You need to shoot it many times to destroy it.



Floating Batar

It attacks with laser beams.



Mesa

It flies from one side of the screen to another.



Clone Soldier

Clones of Wrecks. They attack with laser guns.

ENEMY CHARACTERS/GAME COMPONENTS

Boss Enemies:



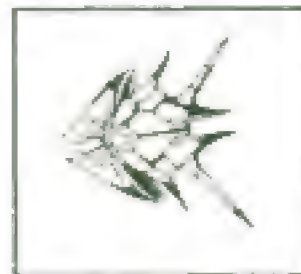
Balaba

It shoots bullets and lasers.



Galga

It shoots bullets and lasers.
It also jumps off the ground.



Zamuza

It has a powerful fire attack.
It also shoots bullets.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the computer with respect to the receiver
- Move the computer away from the receiver
- Plug the computer into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402. Stock No. 004-000-00345-4

MEMO

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Look for Capcom's
Exciting New Games

TROJAN™

THE SPEED RUMBLER™

And The Long-Standing Favorite

GHOSTS 'N GOBLINS™

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ARCADE GAME
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